

## **Projectile enhancement**

### Powers:

- When throwing an object , the user can roll S-P , if 10 or above, they get to roll 1d8 of damage.
- The objects that are thrown are considered to be almost as fast as a bullet.
- Damage that is dealt is adding 1D8 on top of throwing damage.
- This power can be activated via S-P, Dex, or Willpower.

### Weaknesses:

- Power cannot work without objects to throw.
- Can't use powers without arms/ hands.

### Limitations:

- Range that object can be thrown is 40 M.

### Blood transfusion (weapons/ objects) :

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### Blood transfusion (clothing / amour) :

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### levels:

1) S-P +1

2) S-P +1

3) Ricochet :

- If the user rolls 20 or above with S-P the projectile can bounce back at the original target and therefore they must roll to evade again.
- If the user wishes to, they can ricochet the projectile towards an opponent that is not directly in the users line of sight by rolling 15+ to bounce it off of an object.

4) [Ability] Archery enhancement :

- When using bows or slingshots the user of this power can add their power damage roll on top of the bows damage, so long as the user rolls 10+ with S-P and 10+ on firing their bow.

[Buff] Increase Damage dice by 1 up, increase range by 10M.

5) [Ability] Curving projectiles :

- Any projectile imbued with this power will be able to curve round 1 corner , so long as ; the roll succeeds with an S-P of 15+ and the curve is no greater than 90 degree.

[Buff] Increase Damage dice by 1 up, increase range by 10M.

6) [Ability] Boomerang :

- When rolling a 15+ with S-P the user can make the object they threw using this power to come back to them.
- The projectile will come back to the user without harming them so long as they roll a Dex roll of 15+.
- This ability will not be able to used with other projectile altering abilities without increasing the roll requirement.

[Buff] Increase Damage dice by 1 up, increase range by 10M.

7) [Ability] Homing bullet :

- User rolls 20+ S-P before launching a projectile using this ability, upon success the rolls 1d4.
- The d4 determines how many times the target must roll against the attack if they are attempting dodge, as the projectile continues to follow the target within users range, if they fail, the target is hit.

[Buff] Increase Damage dice by 1 up, increase range by 10M.

8) [Ability] Firearm enhancement :

- User can add their powers damage dice to guns the user is wielding and firing.
- This ability so long as the user rolls at least 10+ with S-P.

[Buff] Increase Damage dice by 1 up, increase range by 10M.

9) [Ability] Projectile hindrance :

- Upon successfully rolling S-P against an opponents projectiles immediately makes them lose momentum, or , if they are elemental, they dispel without hurting this character.

[Buff] Increase Damage dice by 2 up, increase range by 20M.

10) [Mutation] Projectile Manipulation :

- Any projectiles launched or fired, from or towards this character can be stopped and telekinetically manipulated by this character.
- If the user took the ability "Projectile hindrance" the user of this power can enhance and dispel elemental projectiles/ ranged attacks.

[Evolution] Ultimate projectile :

- Whenever the user rolls 20+ the projectile deals 1.5x damage and 2x range , if they roll 25+ the projectile deals 2x damage and 3x range. If the user roll 30+ the projectile deal 4x damage and 10x range. (This applies to any and all previous abilities under this power)
- If the user has SPMA's with the same or similar roll requirements, this ability adds to the multipliers to those abilities and does not multiply the multipliers. (If the techniques have any)